

Architectures for Mobile Wireless Publish/Subscribe Networks

David S. Rosenblum

Chief Technology Officer

PreCache Inc.

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Information-Centric Mobile Wireless Applications

- Consumer Alerts
- Location-Based Services
- Multiplayer Online Games
- Battlefield Awareness
- Distributed Sensor Networks

Information flows achieved via request/response interactions with continuous polling by recipients

The Publish/Subscribe Communication Style



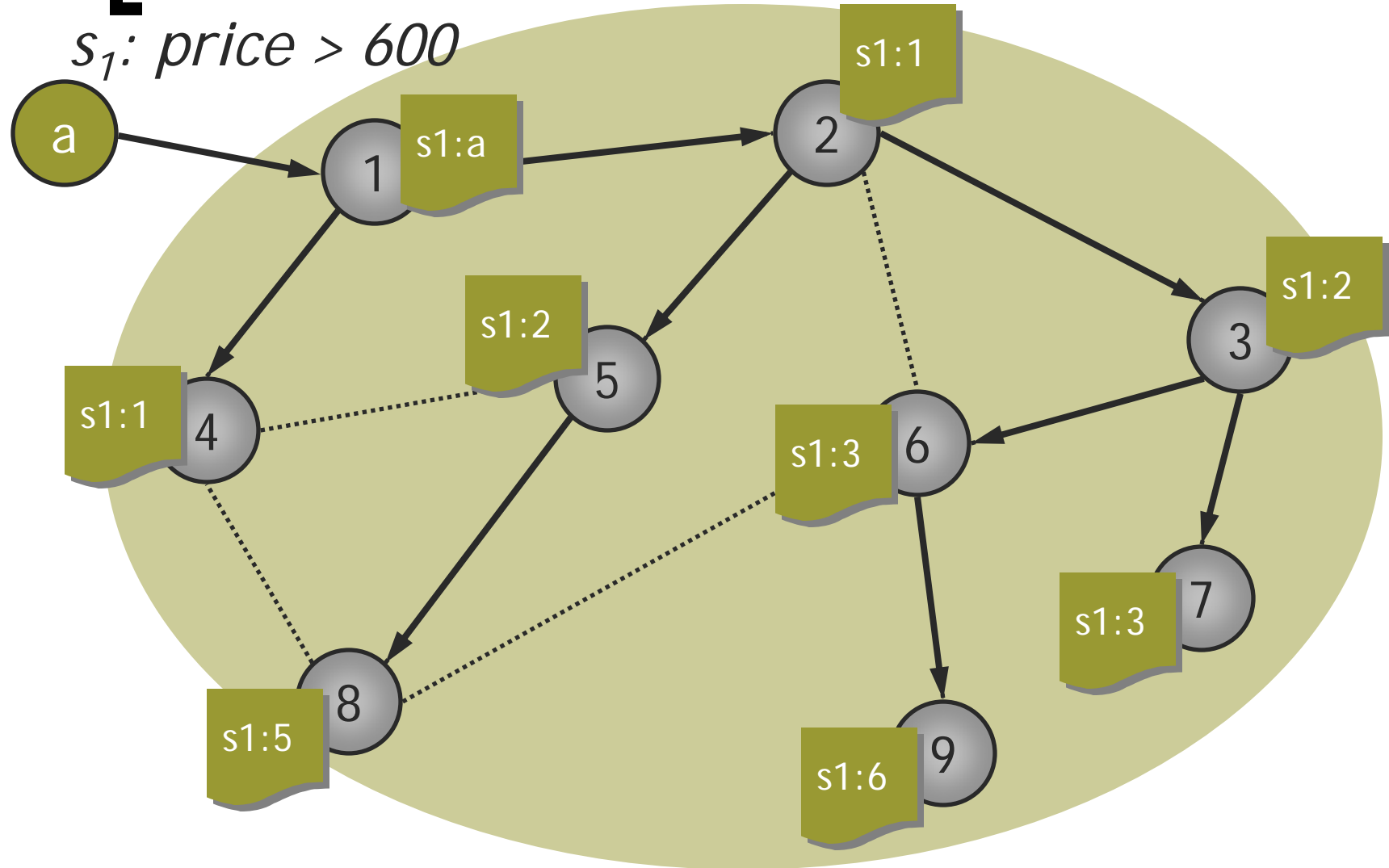
- Publish/Subscribe Networking
 - Wide geographical span (global Internet)
 - Huge numbers of publishers and subscribers
 - High volume of notification traffic

Publish/Subscribe Functionality

- Create notification
- Validate notification
- Authenticate publisher
- Deliver notification to network
- Cache notifications for deferred delivery
- Create subscription
- Validate subscription
- Authenticate subscriber
- Deliver subscription to network
- Combine subscriptions
- Process matching notifications
- Route notifications
- Route subscriptions
- Match notifications to subscriptions

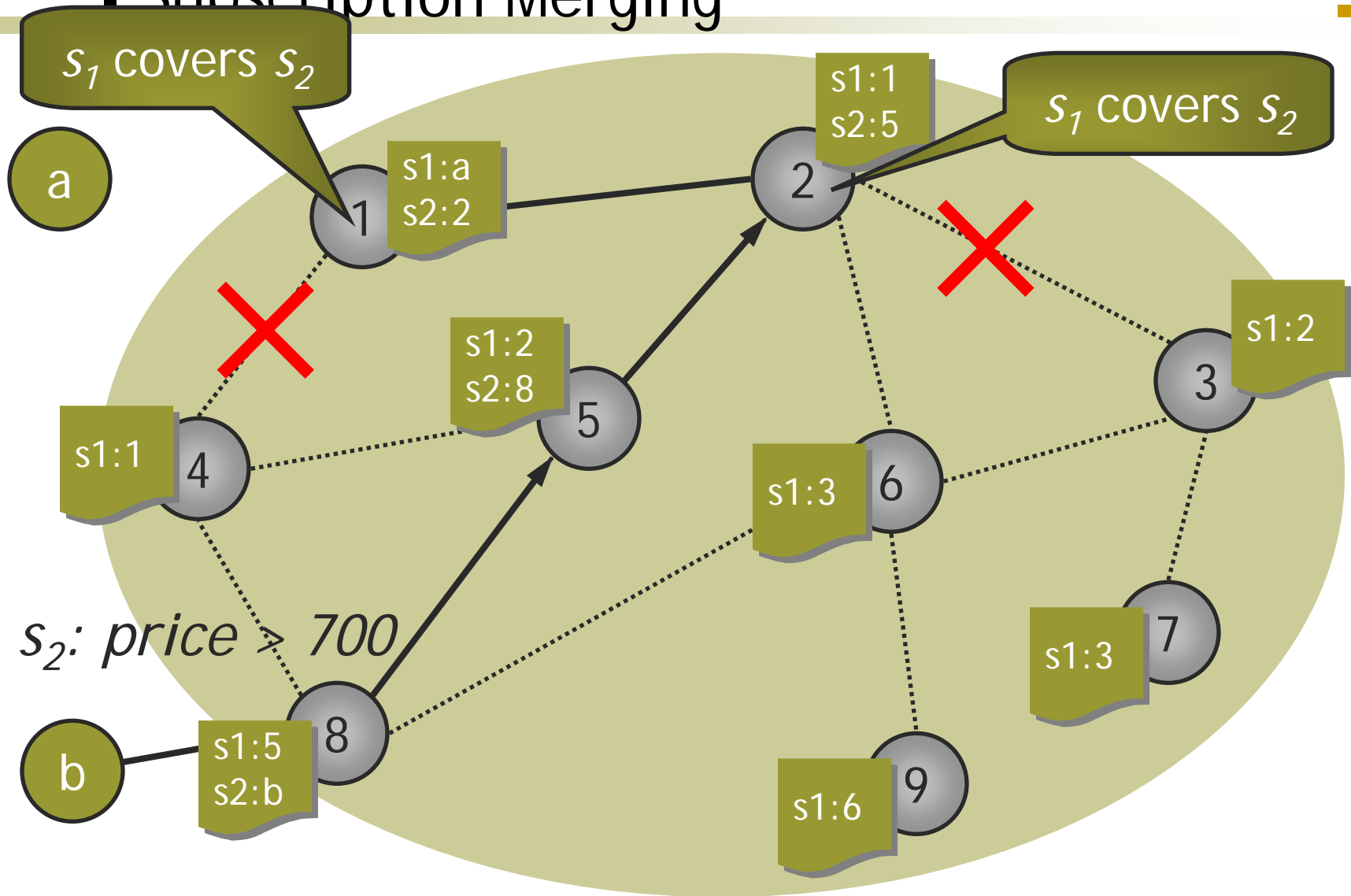
SIENA Content-Based Routing

Subscription Forwarding



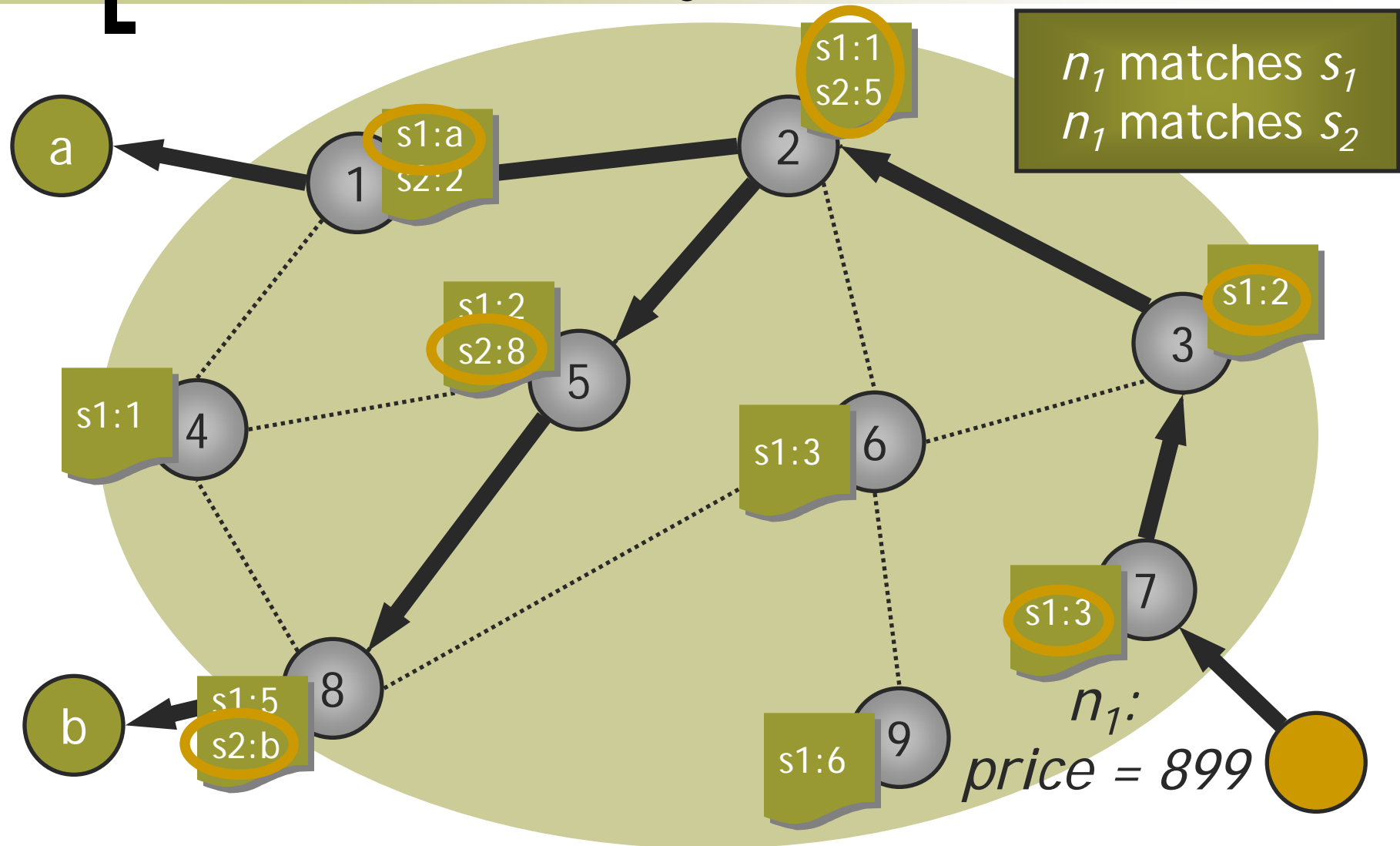
SIENA Content-Based Routing

Subscription Merging



SIENA Content-Based Routing

Notification Delivery

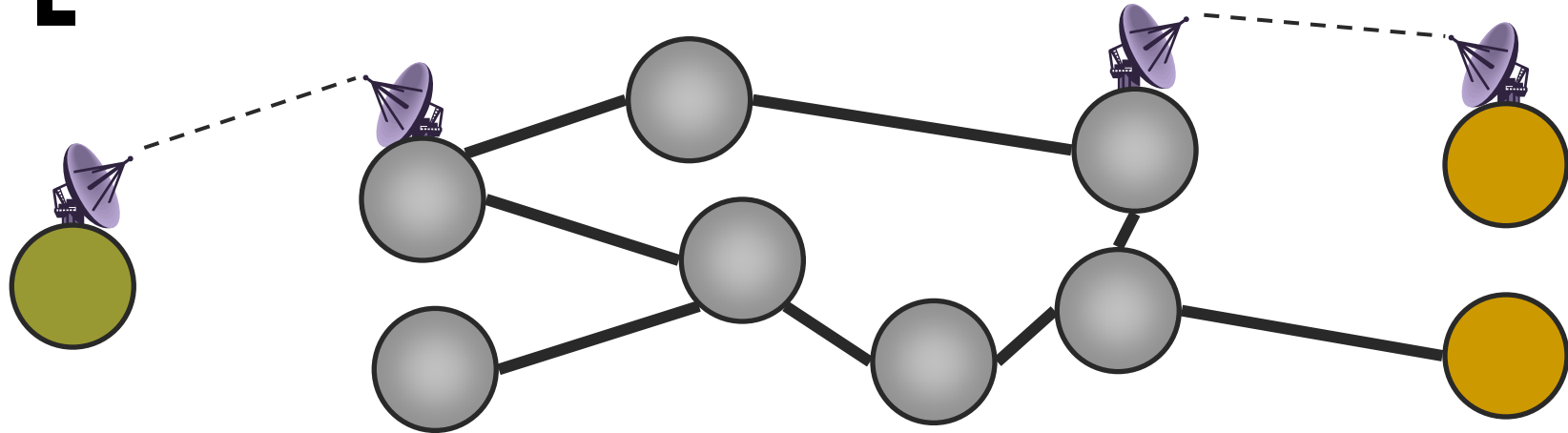


Potential Advantages of Pub/Sub for Mobile Wireless

- Decoupling of publishers and subscribers aids *mobility*
- Decoupling of publishers and subscribers aids *disconnected operation*
- Asynchrony and absence of polling aids *resource preservation*
- Multicast delivery can exploit *intrinsic broadcast properties* of wireless

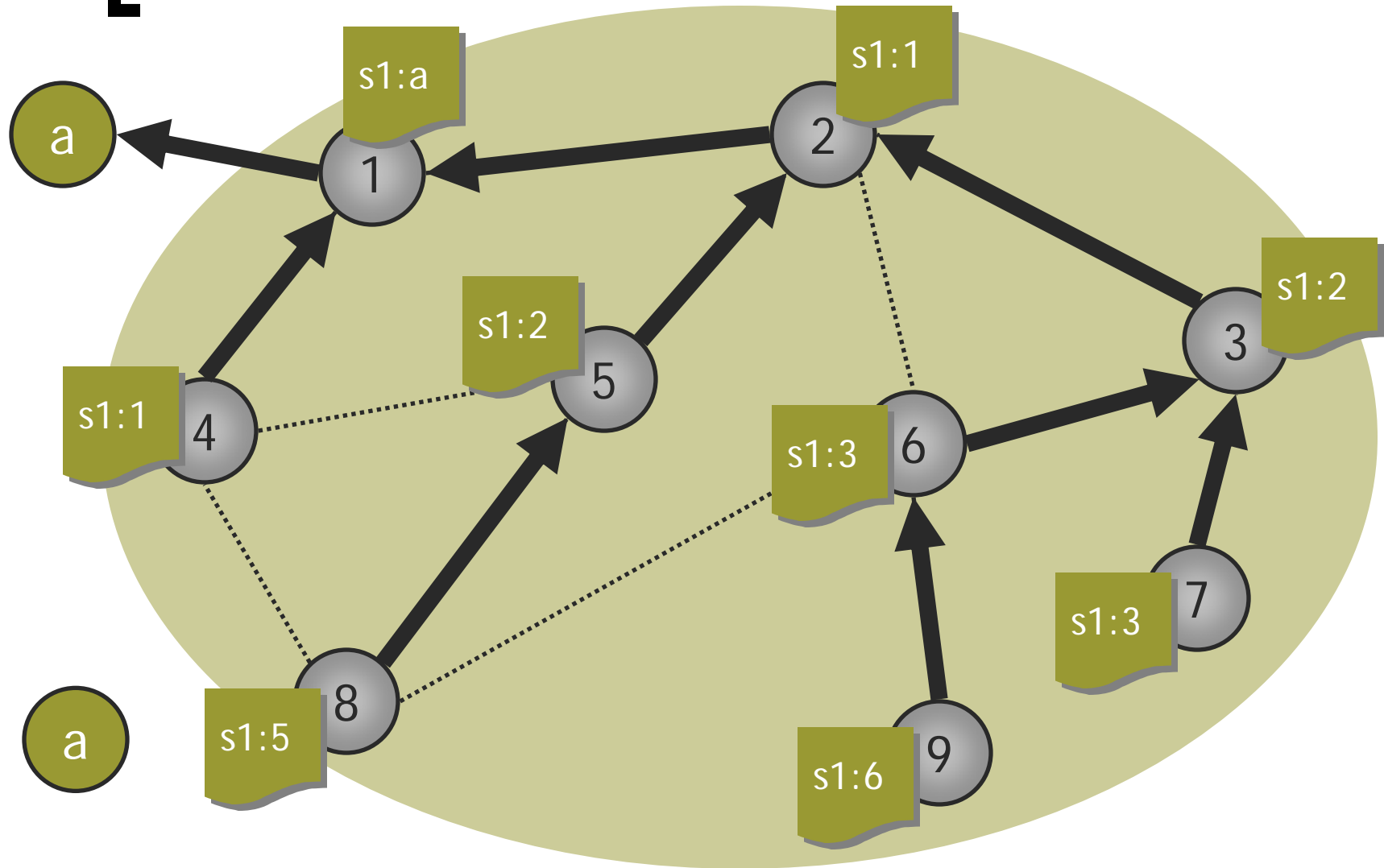
Mobile Wireless Architecture 1

Wired Distribution Network



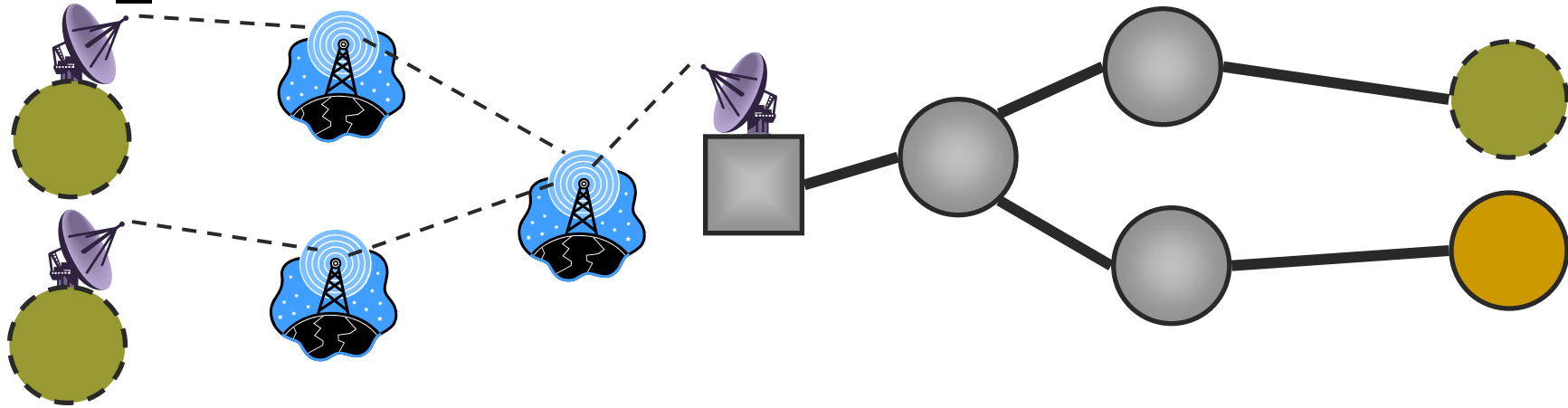
- Wired or mobile wireless publishers
- Mobile wireless subscribers
- ✓ Retain nice content-based routing
- ☠ Routers must reconfigure routes as subscribers move
- ☠ Thrashing may result from frequent reconfiguration

[Routing for Mobile Subscribers]



Mobile Wireless Architecture 2

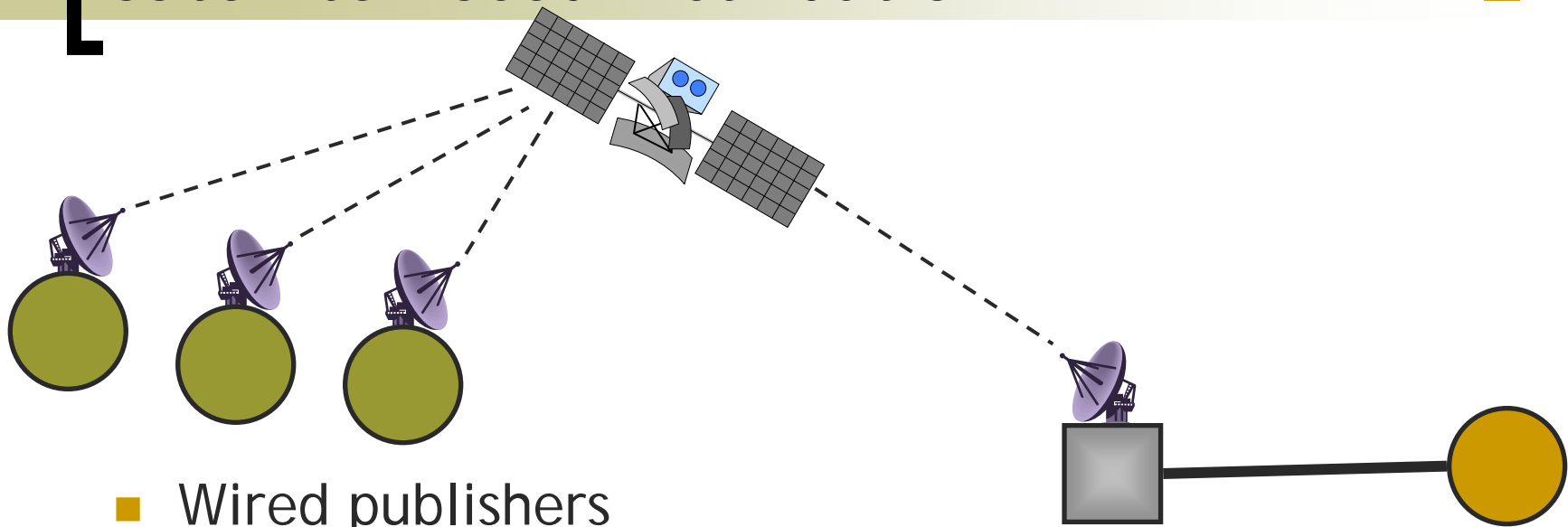
Hybrid Distribution via Gateway



- Wired publishers and subscribers
- Mobile wireless notification recipients
- ✓ Supports legacy messaging (e.g., SMS)
- ✗ Cannot exploit subscriber location for routing
- ✗ Gateway becomes bottleneck under heavy traffic
- ✗ Difficult to deploy new routers in legacy network

Mobile Wireless Architecture 3

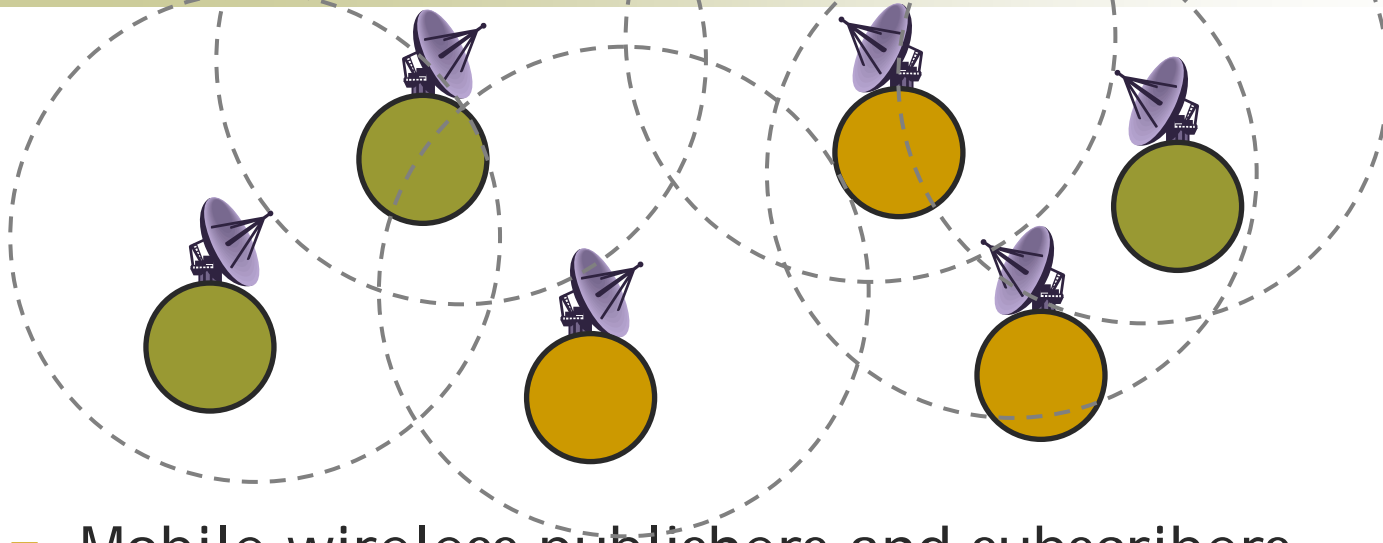
Satellite-Based Distribution



- Wired publishers
- Mobile wireless subscribers
- ✓ Unlimited broadcast delivery to subscribers
- ✓ No need for complex content-based routing
- ✗ Subscriber devices must perform all matching
- ✗ High notification volume can overwhelm devices
- ✗ No reliability guarantees if delivery is one-way

Mobile Wireless Architecture 4

Pure Ad Hoc Wireless Publish/Subscribe



- Mobile wireless publishers and subscribers
- ✓ Partial broadcast delivery, with propagation
- ☠ Devices must perform all middleware functionality
- ☠ Subscriber devices must perform all matching
- ☠ High notification volume can overwhelm devices
- ☠ Difficult to achieve reliable delivery

[Conclusion]

- The publish/subscribe style offers many natural advantages to mobile wireless networks and applications
- Mobile wireless network architectures facilitate some of these advantages and reduce or eliminate others